

MOT (Minister of Tournaments) Packet for Northshield

Document Purpose/How to Get Started

The contents of this are meant to aid in the running of SCA tournaments in Northshield. The following are always rules for SCA Tourneys:

- All fighters must have a valid, current authorization in the weapons forms they are fighting in (it can be from another kingdom). Ask to see the card.
- Any fighters without a blue membership card must sign a waiver when they enter the site. Per the Kingdom Earl Marshal, this is enough to cover the marshal activities, so you needn't ask to see any membership cards/waivers.
- Be sure everyone to fight & marshal signs in.

Be Prepared

It is helpful to have a kit of the things you will need and many of the things you want ready to go at all times. Take it to events with you. That way if the arranged MOL could not attend or some other such thing happens, you can step in. Ideally, though, you will be the pre-arranged MOL and will be able to arrive with all the things you want and need for the day.

Things you will need

- Sign in sheets
- Tourney tree
- Tourney cards
- Pens

Things you will want

- Extra paper and pens and paperclips
- Table and chairs
- Sunscreen and shade if outdoors
- Tape
- Waste container
- Water, other drinks, snacks

Tips for the day of:

- Take the time to get yourself set up. Arrive with time to do this without delaying the list. Plan on being at site at least an hour before the first list starts.
- Learn who the Marshal-in-Charge and Herald-in-Charge are. They will be your partners for the day.
- Always be polite and courteous. We are all there to make each other's day better. Most fighters will be polite and courteous to you. If anyone, for whatever reason, is the exception, don't put up with it and report them to the MIC.
- Don't let anyone rush you. That is how mistakes are made. Take your time.
- Use the available time during sign-up to begin filling out any cards you will use during the day.
- You should be able to see the field and combatants at all times. Don't be afraid to ask people to move.
- Fighters should not litter the area around your table with their things. People should be able to freely move around and come and go from the list table. Feel free to ask fighters to clear their things to another area if it becomes necessary.
- Despite being able to see the field, you cannot watch/see every bout. Be sure to ask whoever is bringing you the cards back, if they are going out on the field, (either fighters, runners, or marshals) to return them to you WINNER ON TOP. This means even if you didn't hear or see the results, you know who won.
- If providing cards for the field, providing normal and phonetic spellings is generally seen as helpful.

Table of Contents

[Document Purpose/How to Get Started](#)

[Be Prepared](#)

[Sign in Sheets](#)

[Authorization Paperwork](#)

[Waivers](#)

[Tourney Styles](#)

[Single elimination Tourney](#)

[Explanation](#)

[Example](#)

[Double Elimination Tourney](#)

[Explanation](#)

[Round Robin](#)

[Bear pit](#)

[Styles](#)

[Modifiers](#)

[Benefits](#)

[Points/Managing the List](#)

[William Marshal Tournament](#)

[Explanation](#)

[Bedford/Magic Points Tournament](#)

[Challenge Tournament](#)

[Atlantian Speed Tournament](#)

[Dice Tournament](#)

[Warlord Tourney](#)

[Explanation](#)

[Kittens and Lava](#)

[Griffin Tourney](#)

[Provost Tourney](#)

[Archery Tournaments](#)

[Considerations for Elimination Tournaments for Archery](#)

[Tournament Glossary & Special Conditions](#)

[Appendix A - List Trees and Cards](#)

Sign in Sheets

These are the marshal's responsibility, but I highly recommend you download them and bring copies:

- Marshal Roster: <http://northshield.org/Resources/PDF/Martial/MarshalRoster.pdf>
- Participant Roster: <http://northshield.org/Resources/PDF/Martial/ParticipantSignUp.pdf>

Authorization Paperwork

This is also the marshal's responsibility, but I would recommend you carry at least a few of each of these forms as well:

- Event auth form: <http://northshield.org/Resources/PDF/Martial/Authorizations.pdf>
- Individual auth form:
<http://northshield.org/Resources/PDF/Martial/AuthorizationTrackingForm.pdf>

Waivers

Having people able to participate or not can also depend on having waivers out and handy:

- Participant waiver: <http://sca.org/officers/marshal/docs/waiver.pdf>
- Minor waiver for adult combat:
<http://www.sca.org/officers/marshal/docs/minorcombatwaiver.pdf>
- Roster waiver (practice): <http://sca.org/docs/pdf/rosterwaiver.pdf>

Tourney Styles

Single elimination Tourney

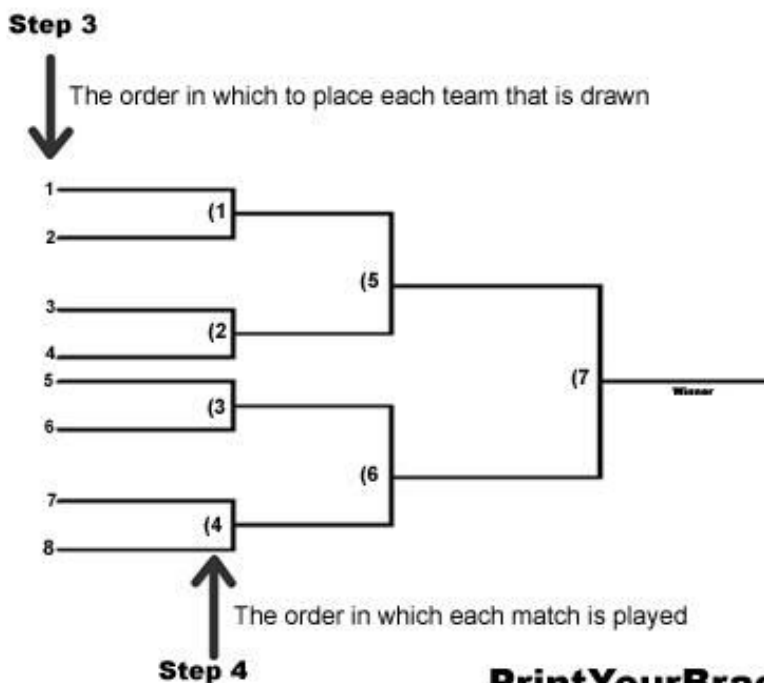
Explanation

Set up the tree, filling out the tree and providing card to the marshals if cards are also being used. The initial round can be filled in in any way, including by shuffling the cards (if they are being used), in the order the signed in, or in any other way.

The tournament is ready to begin, most of the brackets are numbered in the order the matches will be played. This can be viewed in the illustration below. If they are not numbered, start at the top left and work your way down until the first round is complete, then move to the next row(2nd round) and work from top to bottom. Continue the tournament until a winner has been decided.

Example

8 Team Single Elimination



PrintYourBrackets.com

Examples for just about any number can be found on PrintYourBrackets.com. Some common/helpful numbers are included in this packet.

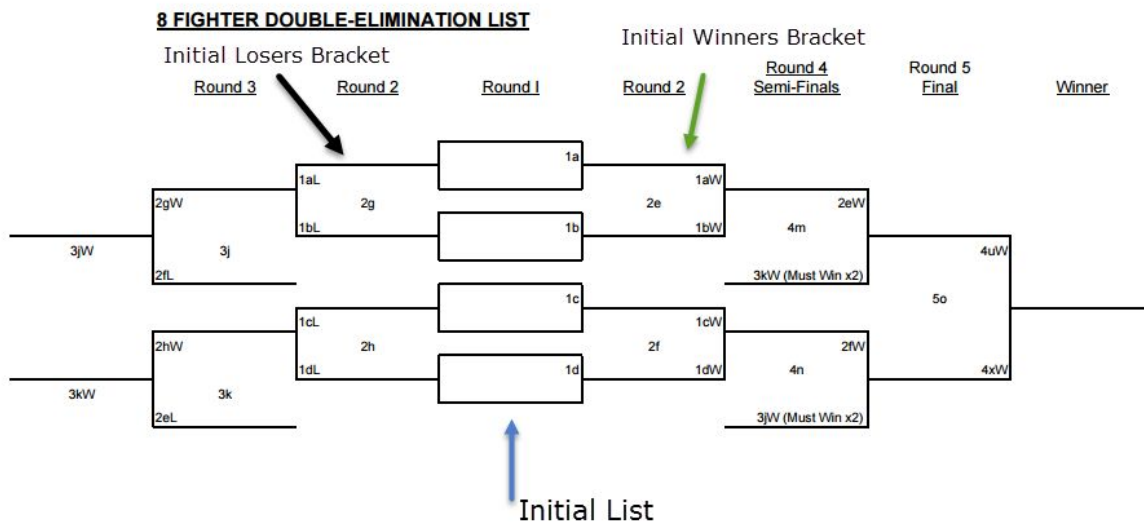
Double Elimination Tourney

Explanation

Set up the tree, filling out the tree and providing card to the marshals if cards are also being used. The initial round can be filled in in any way, including by shuffling the cards (if they are being used), in the order the signed in, or in any other way.

Included in this packet are another variety of double elimination forms (8, 16, & 32 fighters), in which the tree looks different to what you may be used to.

Example 1:



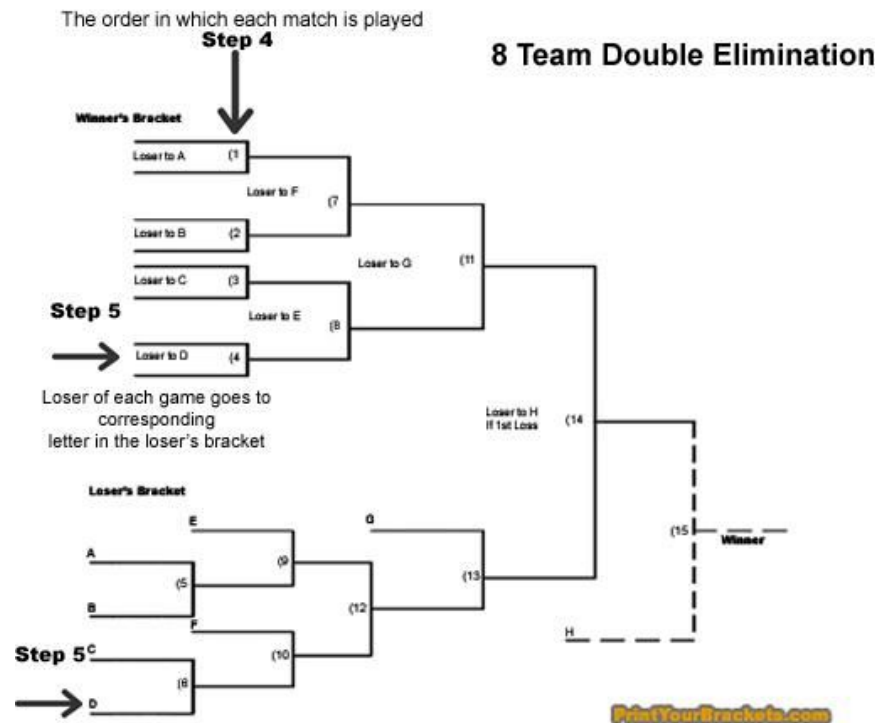
In this tree, the initial fighters are listed in the center of the tree and the winners move off to the right and the losers to the left. Each fight is marked with a number and letter. Each fighter within the fight is labeled with the number and letter of the fight before and either W and L to indicate whether they were the winner or loser of that fight. So, for example, in fight 4n, the winner of fight 2f fights the winner of fight 3j, but the winner of fight 3j must win twice to move on (because he is from the losers bracket and the winner of fight 2f hasn't lost yet). These Atlantian Double Elimination trees, some with Challenge-ins, have been included in this packet. They can take a little getting used to, but work really well.

Why are only trees for 8, 16 and 32 fighters provided, you may ask? Because only numbers divisible by 8 actually work for double elimination. If you notice any other trees, you will see they are using a sort of challenge in before an 8, 16, or 32 or other number divisible by 8 or they have set a bye into the tree. So really, double elimination trees are all about numbers divisible by 8. So add in byes or have challenge-ins until you have one of those numbers.

Also included in this packet are “standard” double elimination trees. These are trees folks who have handled basketball or hockey tournaments in the past might be used to, where the winner’s list is on the top of the page and the loser’s list is at the bottom. They will also list where the loser of each game should move to in the loser's bracket. This can be viewed in the illustration below (as Step 4).

After each winner's brackets game the winner moves over to the next blank line and the loser goes to the corresponding letter in the loser's bracket. After each loser's bracket game the winner moves over to the next line, but if you lose while in the Loser's bracket you are out of the tournament. In game 14 of the illustration example (as Step 5), if the winner of that game is from the winner's bracket that team win's the tournament. If the winner's bracket team loses that game they would go to H on the dotted line and play another game against the same team, whoever wins that game would be crowned the champion.

Example 2:



These types of brackets with challenge ins, can be found for just about any number on PrintYourBrackets.com. Some have been included in this packet. You can also use these standard trees with byes as needed.

Challenge ins: Let's say, just for ease of explanation, you had the tree set and one extra person showed up (though it works for more extra people), this extra person would be your challenge in. The fighter who was challenging in would be called to the list table and shown the list and

asked to pick someone to challenge. They would fight a bout with the same rules as will be used for the rest of the tree. This fight is for that initial spot on the tree. The winner gets the spot on the tree and the loser goes 'on hold' for the moment.

Then the initial round is fought. Now there is the loser's tree and the winner's tree. Now the loser of the initial challenge in fight is called to the list table and is given the opportunity to challenge in to the loser's list. They get to select an individual on the loser's list to challenge for their spot on the tree. This bout is also fought with the same rules as the rest of the list. The winner of this bout takes the spot on the loser's list and the loser has now lost two bouts in the double elim and is out.

The challenge in is now over and the tree runs as normal.

Byes: Place the byes on the tree first. This will do two things.

1. Fighters can't complain about getting or not getting the bye intentionally (because they were shuffled and placed on the tree after the byes.
2. It allows you to space the byes so they don't "fight each other" in the second round.

Once the byes are placed on the trees, shuffle and place the fighters as normal, then run the first round. Any fighter with a bye doesn't fight (unless you have bye fighters for some reason). Even if they fight a bye fighter, they move to the victory bracket, even if they lost. The bye fight doesn't count/is non-destructive. This means the bye moves into the loss bracket. Whoever is paired with the bye in the second round also wins and then the bye has "lost" twice and is gone from the tree.

Round Robin

	1	2	3	4	5	6	7	8	
Fighter Names									Totals
1									
2									
3									
4									
5									
6									
7									
8									

Rules

In a Round Robin, every fighter fights every other fighter. Their score is then recorded (a win for one person, a loss for the other) and at the end of the tourney, all the wins and losses for each person is totalled up to find the winner. Note: Ties are possible.

If there are more than 8 people, it is highly suggested that another format be used or that the field is broken into multiple pools. Basically this means there will be two or more round robin tournaments going on at once, but not everyone in the whole tournament will fight everyone else. If the field is broken into pools, it is common to take the top 8 for a double elim or the top 3 or 4 for a small final round robin to determine the final winner.

Bear pit

A bear pit is a way of organizing singles fights. In general, a fighter remains in the "pit" (a defined area) until he is defeated, upon which the fighter who bested him takes his place, and so forth. Bear pits can be found both in practices and at events.

Styles

There are several styles of bear pits.

- **Basic:** As described above. A single area to hold, with fighters entering one at a time to challenge the holder.
- **Multiple:** Similar to basic, but multiple pits exist. Used when the number of fighters is higher. Fights can be synchronized across pits or cycle at the speed of each individual pit. Fighters join any unchallenged pit (sometimes as directed by a marshal).
- **Progressive:** This is a bear pit configuration that cycles fighters through four pits based upon their success in the previous pit. The pits are initially populated by 8 fighters; two to a pit, with a line formed for fighters waiting to enter. The pits are generally laid out in a square, each occupying one quadrant. When lay on is called, all four fights commence, with the losers joining the end of the waiting line. The winner of pit three joins the remaining fighter in pit four. The winners of pits one and two move on to pit three. Four new fighters move in to pits one and two. Then the cycle repeats. Getting to and holding pit four requires winning three fights in a row. Often, points are awarded based on how many bouts a fighter survives in pit four.
- **Reverse:** A rarely practiced style in which the losing fighter remains in the pit. The winner rejoins the end of the line. This style is also known as a Shark Pit Tournament.

Modifiers

Certain modifiers can also be placed upon the bear pit.

- **Wounds-Retained:** If in the course of a bout, the winning fighter receives a non-lethal wound (arm/leg), they must retain this disadvantage for the fights with all future challengers until they are bested. By default this is not observed.
- **Pit border enforcement:** Depending on the pit configuration, especially when multiple pits exist, this rule is used. It restricts fighters from stepping out of a defined area. If a violation occurs, that fighter automatically loses. Depending on region and event customs, pushing your opponent out purposely may be frowned upon.

Benefits

There are several benefits of running a bear pit. Because it can involve many fighters, often cycling quickly, any one individual can expect to fight everyone participating at least once. It also offers a competitive environment where winning is rewarded to some extent. The bear pit works with fighters of mixed skill levels (particularly in the progressive format). The best fighters will hold the pit and face many challengers, with stamina becoming a factor quickly. Fighters with less skill still get to fight regularly and will occasionally find themselves holding the pit. Finally, the format offers a constant stream of bouts, with reasonable downtime for all but the best competitors.

Points/Managing the List

As mentioned above, the list (who fights who) pretty much manages itself. Who gets what points for what and who “wins” a bear pit is highly subjective. This is generally set up in advance by whoever is managing the event/list/field and may vary greatly. What does remain pretty constant is that the fighters are responsible for reporting their wins/losses to the MOL. This can get challenging for those who win repeatedly and it can help to have watchers on the side of the list field counting wins, so when they come off the list field, there is someone there to verify whatever number they have in their head.

Source: http://cunnam.lochac.sca.org/index.php/Bear_pit

William Marshal Tournament

Explanation

A William Marshall Tournament is an easier variation of a ransom tourney. Each fighter is given 5 coins at the beginning of the tourney for their ransom, regardless of their Society rank or title. Fighting can be either to incapacitate, as with a regular ransom tourney, or to the death. With each loss, the losing combatant must give up a coin to the winning fighter. As long as a fighter still has a coin they can continue to compete. When fighters are out of coins they are eliminated from the tourney. The fighter with the most coins at the end of the time period is the winner. Because the number of combatants will dwindle as losing fighters are eliminated, this can result in a highly competitive finish amongst the survivors.

Source: http://cunnam.lochac.sca.org/index.php/William_Marshall_Tournament

Bedford/Magic Points Tournament

The following is taken from the Kingdom of Atlantia's MOL Handbook:

Named for the man who created it, Duke Michael of Bedford, the Bedford Points Tourney is for fighters who love to fight and MOLs who are not afraid to do a little addition. This style of tournament works well for moderate to large numbers of fighters and ensures that fighters generally fight individuals of their same skill level. It is also known as a Magic Tournament.

The Bedford Points Tournaments must be run on cards. The number of rounds will be predetermined by the Marshal and may be changed in mid-tournament depending on circumstances. Each fighter's name should be placed on individual index cards along with a number so you can track the pairings. The initial pairs are achieved by shuffling the cards and pulling them in pairs. This assures an unbiased initial pairing. Each pair of fighters will fight up to three times. The number and sequence of wins and losses determines the amount of points awarded to each fighter. The total amount of points for each round always equals ten (10). When an individual has lost twice the round is over for that pairing.

The scoring is as follows:

One fighter wins the first 2 fights 10 points to the winner; 0 to the loser

A win, a loss, a win 7 points for two kills; 3 for one kill

A win, a loss, a loss 7 points for two kills; 3 for one kill

A win, a double kill 7 points for two kills; 3 for one kill

Double kill, a double kill 5 points/5 points split

A win, a loss, a double kill 5 points/5 points split

Source: http://cunnam.lochac.sca.org/index.php/Bedford_Points_Tournament

So this, said another way:

Fighter 1 Wins	Fighter 1 Points	Fighter 2 Wins	Fighter 2 Points
2 Wins	10	0 Wins	0
2 Win	7	1 Win	3
1 Win	3	2 Wins	7
1 win, 1 double kill	7	1 double kill	3
2 double kill	5	2 double kill	5
1 win, 1 loss, 1 double kill	5	1 loss, 1 win, 1 double kill	5

Cards available here: <http://mol.atlantia.sca.org/ForMoLs/Forms/MagicTourneyBlanks.pdf>

Also included in Appendix A of this packet. Blank cards can also be used.

Challenge Tournament

A **Challenge tournament** is probably the easiest style of tournament to run. You get all your fighters together, one fighter challenges another fighter, they fight, the loser goes to the lists officer to tell them who their opponent was (so the lists officer records the wins/losses for each fighter). This means fighters can fight as much as they like and more fights can be carried out at one time, although it also means that the hit list might become a little disproportioned. If one fighter only fights twice but wins both times, they have a 100% winning average, yet someone who has fought twelve bouts but lost four of them will only have a 66.66% winning average.

Source: http://cunnan.lochac.sca.org/index.php/Challenge_tournament

A Pas d'Armes is usually done as a Challenge Tournament, though Pas are often not judged by points, but by the crowd.

Atlantian Speed Tournament

The Atlantian Speed Tournament is a tournament style that is a variation on the standard SCA double elimination. In the first "round" all fighters are given a single opponent and the round is fought simultaneously on the one lists field. All losers then move to a second lists field and new opponents are selected on both fields. Any losers from the winners' field move to the losers' field. Any victors on the losers' field move to the winners' field. Any losers on the losers' field will have been defeated twice, so they eliminated from the tournament. This continues until there is only one fighter left or the number of remaining fighters are small enough to allow other tournament styles to be implemented.

The "speed" aspect of this tournament comes from the fact that

1. All bouts are fought simultaneously on the same field
2. Other than the first round, no heralds or lists officers need be involved

Source: http://cunnan.lochac.sca.org/index.php/Atlantian_Speed_Tournament

Dice Tournament

The following is taken from the Kingdom of Atlantia's MOL Handbook:

In this tournament, a set of dice are rolled to determine weapons form and limitations for each bout. This is easiest done for rapier tournaments, as there are only two rapier authorizations (epee and heavy rapier). Take two pieces of paper. Number 1-6 on lines going down each piece.

Beside each number on the first page, name weapons forms. On the second piece of paper, number limitations.

For Example:

Page 1.

1. Duello
2. Dagger and Buckler
3. Dagger and Other
4. Sword and Cloak
5. Sword and Buckler
6. Dagger

Page 2.

1. Draw Cut
2. 2 Kills
3. 3 Kills
4. Head shot only
5. Arm shot only
6. Fought from knees

Using two dice (easier with dice of different colors) allow each pairing to roll for weapons form and limitations. In this example, rolling a 6 on both dice results in the match being "Daggers only, Fought from the knees." This can be amusing, good practice, and is tremendous fun for the crowd to watch!

Source: http://cunnan.lochac.sca.org/index.php/Dice_Tournament

Warlord Tourney

The following comes from the Aethelmearc MOL handbook

Explanation

A single elimination tournament is very straight forward, but there is one fun variation. The concept is simple - you pair everyone up, just like a single elimination tournament, and they go out and fight the first round. HOWEVER, instead of being out, the loser of the bout will join the winner's team. This is then repeated with teams of 2 on 2, with the losing team joining the winning team. This goes on until you have two teams and they fight a final melee. The winner is the leader of the winning team. This obviously works best with even numbers. If you have odd numbers, you have two options:

- Pick the best combatant, give them a bye the first round, and then let them finish out the tourney always one person down.
- Pick the 3 least experienced combatants, give them the bye the first round and then let them finish out the tourney with the extra person.

Get the marshals to help you determine how to handle the odd number. A warlord tournament requires a lot of physical space – enough to fight a melee between the two halves of all those involved. The easiest way to run this is usually on cards and not on paper, using paper clips to keep the groups of cards together.

Source: <http://mol.aethelmearc.net/wp-content/uploads/2013/11/AE-MOL-Handbook-2009.pdf>

Kittens and Lava

Combatants will cross a field of lava, rescuing as many kittens as possible, avoiding hazards and “dragons”. Points will be awarded for killing dragons, number of rescued kittens, and successful navigation of the field.

- Combatants will cross the field by leaping from stone to stone.
- Kittens will be plush toys, not live kittens.
- Dragons are combatants who can walk on lava.

Griffin Tourney

In a Griffin Tourney, fighters from each field involved are paired/grouped up with one fighter from each field (Armoured, Rapier, Youth, etc) on each team. One fighter can be on multiple teams for their field if needed to even the numbers. There are then round robins or challenge tournaments fought on each field and the score for each person on the team is added together to be the team's final score.

Provost Tourney

Provost Tourney is a traditionally a rapier tournament where every fighter is given a rank based on their skill level in rapier. White scarves/MODs are highest, then GOAs, then AOAs/no award. The fighters then fight a challenge tourney where the goal is to fight every rapier weapons style matched against every opponent on the field (this is generally done in rounds for ease of flow). The points are awarded to the

victor based on: one point for victory, and then one point for every rank they had BELOW the rank of the person they fought. So, and MOD can only ever get 1 point per victory, but a GOA could get 2 (if they beat an MOD) and an AOA could get three (if they beat an MOD) and 2 (if they beat a GOA). The score can be kept as simple points, but recommended cards are in the appendix. These cards aid in the ability of fighters to see where they are doing particularly well and what they may need to work more on.

Archery Tournaments

Archery tournaments get their own section because they are a very different animal. First, they are usually scored by some point system that is particular to that shoot and target. Second, it is generally the whole field competing based on points. It is very rare to have elimination archery tourneys. And lastly, they often have one of the archery marshals (or several) on the field doing the score keeping rather than having a designated score-keeper/MOL.

Considerations for Elimination Tournaments for Archery

Elimination Tournaments for archery are rare. This is partly because of the length of time it takes to cycle through all of the people involved. A bout in heavy or rapier can be expected to average 3-5 minutes. In archery, it can be closer to 10. This is with arrow retrieval, scoring, etc. People can (rightfully) get bored. This does not mean, however, that it isn't possible. There have been some very successful elimination archery tournaments. There are just important things to consider:

- Are the bouts of other people interesting for the bystanders/people waiting?
- Do you have enough targets to have multiple people compete at once?
- Is the setup quick to reset if any reset is needed?

One example of a very successful elimination archery tourney is the tourney held at Gimli: each archer stands across from a milk carton full of water. The first archer to empty their milk carton wins the round. The cartons are suspended by a pulley system, and by shooting at your own carton and letting the water out, you are reducing the weight of your carton and letting your opponent's touch the ground (the goal).

Tournament Glossary & Special Conditions

There are a number of special conditions, which may or may not effect how you as the MOL perform your duties in running the list. It's always a good idea to meet with the MIC before the tournament and find out if there are any special conditions and how they might affect the running of the list, information collected, and the type of record keeping being used.

HOLD

Temporary halt in fighting activities, usually called by the marshals.

Bout

Two combatants or teams competing until one is defeated. Also called a match.

Bye

When there are an odd number of fighters, a bye is given. One of the combatants sits out that round.

Sometimes there is a designated 'Bye Fighter.' In this case, each time there is a bye fight, the person drawing the bye fight will fight the designated bye fighter. If there is no designated person, the combatant simply sits out that round.

Double Kill

Both combatants kill each other simultaneously. Once this occurs, it is up to the MIC if the fight will be re-fought or if both combatants will receive a loss.

Limited Blows

This type of restriction allows the combatants only a certain number of blows in which they can defeat their opponent or accomplish their goal. Once again, this type of restrictions should have little effect on the MOL, unless a scoring depends on the number of blows utilized. The Marshal should inform you of this prior to beginning the fighting if it has any effect on scorekeeping.

MIC

Marshal in Charge

Movement Restrictions

Tournaments with movement restrictions may make an area "water" so those combatants who step out of marked boundaries "drown." Or they can make the fighting field be very small as to limit the area where combatants can move. This has little effect on the MOL as well.

Resurrections

Generally seen in melees this can be used in some theme tournaments as well. Combatants who have died or are wounded may make their way to some sort of resurrection point and are healed. There are generally no limits to the number of times an individual can be resurrected.

Restricted Target Areas

In this type of tournament individuals cannot hit a specified part of the body, or a blow to that part of the body does not count. For example, a blow to the head may cause the forfeiture of the fight. Another example is tournaments at the barrier, where fighting is restricted by a barrier fence and

leg blows are not allowed. Again, the Marshal should make you aware of this prior to beginning the fighting.

Restricted Weapons Forms

These type of tournaments can be a little more time consuming in the sign-in of the list because the MOL must also check to ensure that the individual who is signing-in is authorized in the weapons form that will be used in the tournament. A good example is a great sword tournament. Only individuals who have authorized in great weapon (GW) would be eligible to participate.

Special Immunities to Damage

This condition is seen most commonly in the hunt theme type of tournament. It does not effect how the MOL performs their duties. An example of this type of circumstance would be a combatant who is the turtle in the hunt, and can only die from head blows because his shell protects his body.

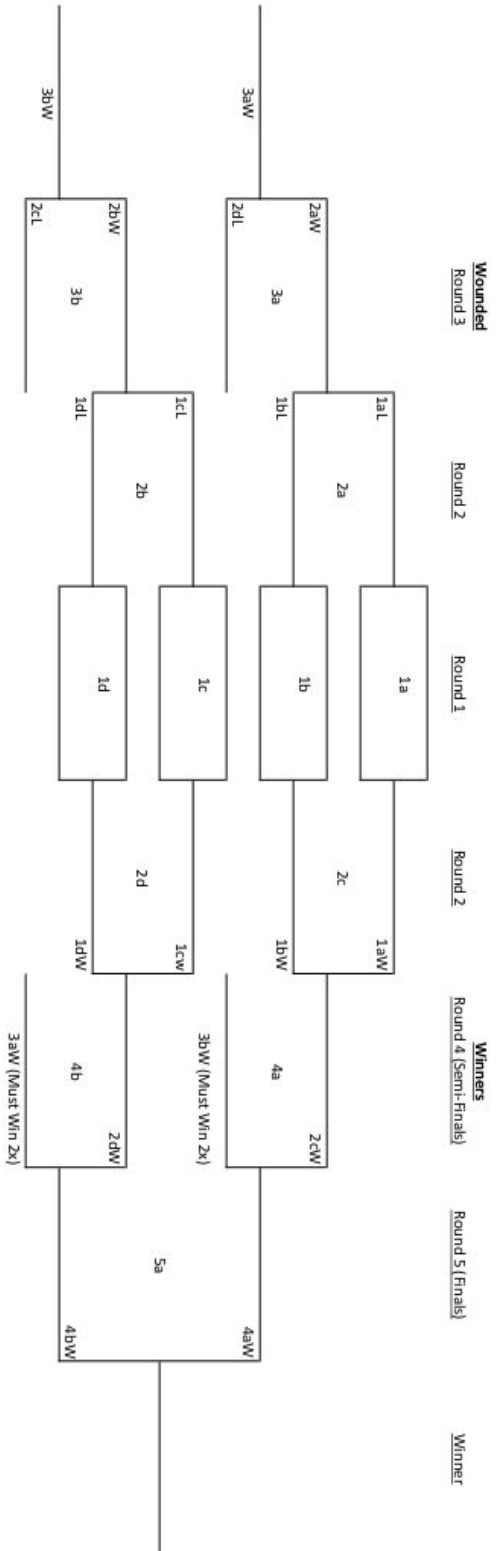
Wounds Retained

Seen most often in Bear Pit Tournaments this special condition should have little effect on the MOL. In this type of situation a combatant who loses a leg, but goes on to kill his opponent would face the next opponent on his knees. If he loses an arm in that fight but still wins, he meets his next opponent with only one arm. Wounds are retained until death

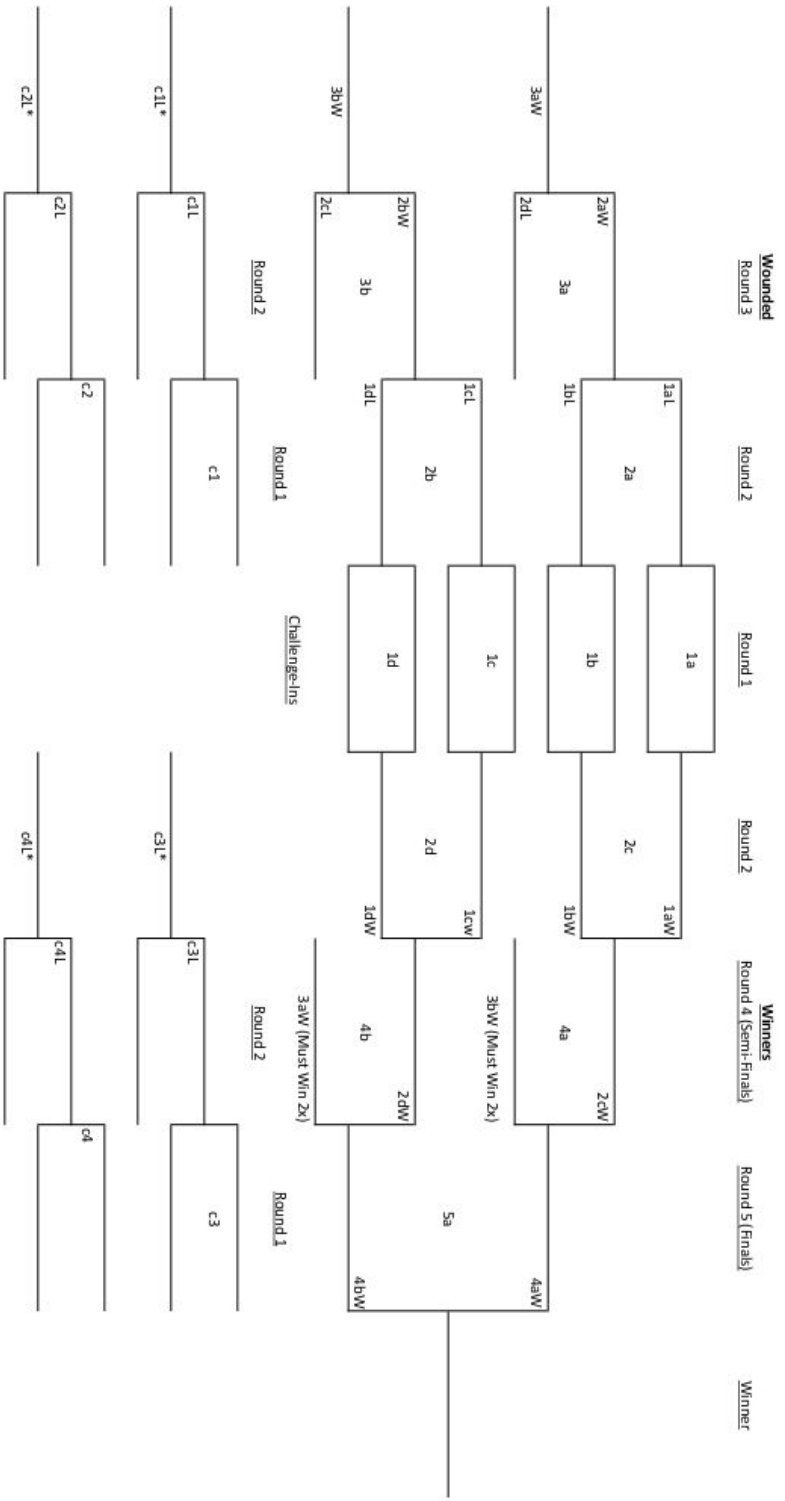
Source: <http://mol.eastkingdom.org/forms/EKMOL-handbook-033013.pdf>

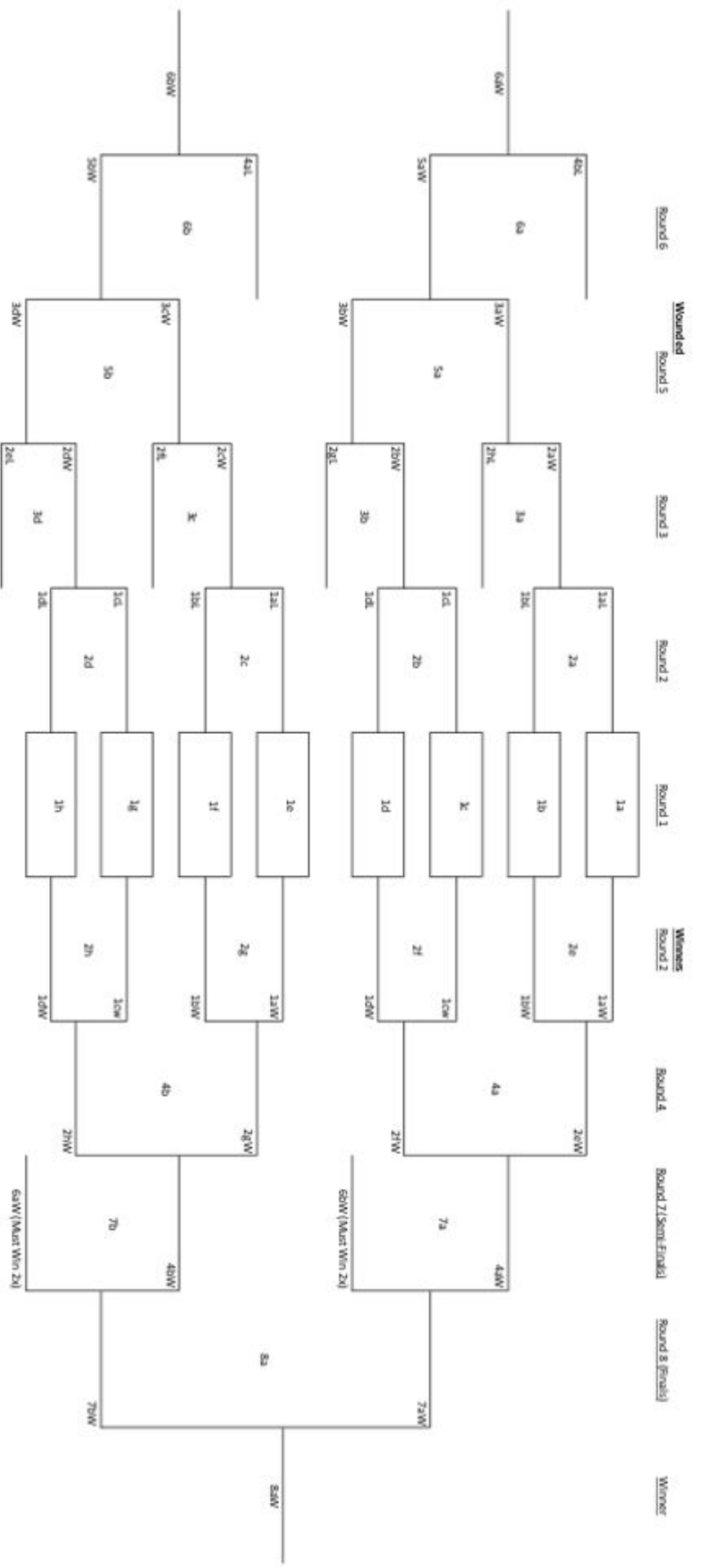
Appendix A - List Trees and Cards

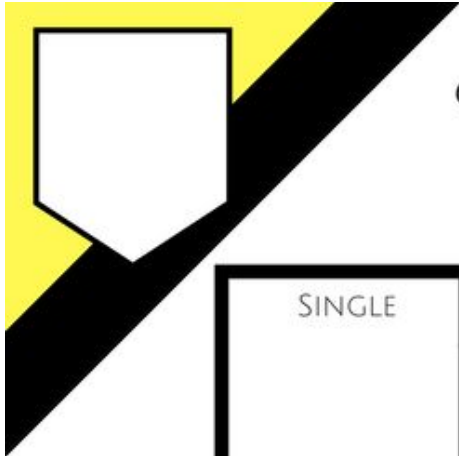
The PDFs/JPGs of these should also be available separately, if they cannot be found, please contact the KMOT for a copy.



8 dbi elim w challengers.xlsx



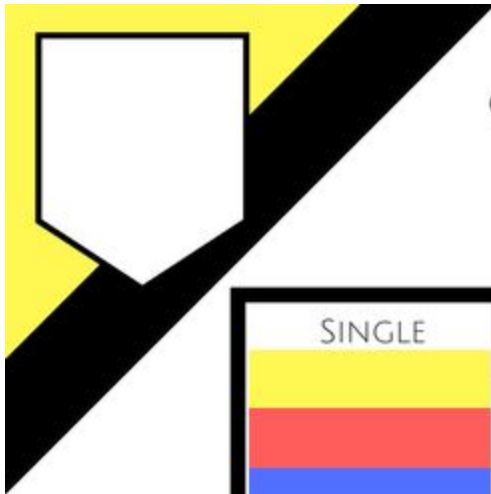




Provost XIV



SINGLE	RIGID	NON-RIGID
DAGGER	CASE	TOTAL



Provost XIV



SINGLE	RIGID	NON-RIGID
DAGGER	CASE	TOTAL

Name _____ (#)

Round	Fights #	Score	Total	Round	Fights #	Score	Total
I				VI			
II				VII			
III				VIII			
IV				IX			
V				X			